

Saint George

AND THE



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A Vast Wasteland Publication

Diplomacy is realizing that the truth works as well as a lie - but not as often.

Players who have indicated their interest in playing World War IIIb should have received their maps by now. There are still seven openings and one opening for a standby. Those who have seen the map are quite impressed with it. Anticipating a cold, gasless winter? Might as well spend your time playing World War IIIb. Game fee is \$2.00 + maintenance of a sub.

My remaining regular Diplomacy game will start next issue. Those who I have told will be in the game should send me a preference list before next issue. Thanks to all the people who have said such nice things about Saint George.

I have 13 people who have indicated interest in being a Postal Tournament GM. No one will be carrying more than two games, so in order to maintain an open admittance policy I need more GM's. Otherwise I will accept players in order of application until the maximum number of games is filled. GM's will receive \$5.00/person/game. If that isn't sufficient for any GM, he should let me know. We are going to try not to curtail any games.

Jerry Jones has told me that he will be winding down LDNS. He will finish the games he has, but will be starting no new ones. A pity.

Players in The Witch should note their game now has a Boardman No. 1979C0. They should use this number when referring to their game.

I am in the market for articles. Payment is one free issue per page of article. Plus, of course, the glory of seeing your name in print.

I have again exhausted my standby list - at least to the best of my memory. If you are willing to be a standby for a game, please let me know. Those people who have expressed a willingness to standby for WW III should receive maps in the mail shortly, IF I can find some.

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Saint George and the Dragon is a monthly journal of postal Diplomacy* available from: Robert Sergeant, 3242 Lupine Drive, Indianapolis, IN 46224 Ph. (317)293-4394. Subs:10issues/\$2.50. Game Openings in World War IIIb only. Game Fee \$2.00+maintenance of a sub. Game fee includes map&rules.

Rules-If You Can't Find 'Em, Make 'Em!

by

Dale Kemper

Miniature wargame rulebooks can be found at almost any store that handles board wargames these days. But whether or not they have what you want depends on where your interests lie. Any number of rulebooks can be found on World War I and II naval miniatures, armor, air force, or different combinations of these three. Earlier periods such as ancient, medieval, renaissance, Napoleonic, Civil War, or Zulu Colonial War can be found also. There are also many, many sets of Science Fiction spaceship, Starship marine, as well as Fantasy types, pitting good against evil, smiles against frowns, and bored against indifferent! It is only when you decide you are interested in things like the Spanish American War, the French Foreign Legion, the Spanish Armada, the Crimean War, or the Austro-Italian War of 1866 that rules are difficult to find.

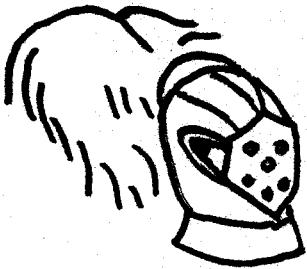
But so what if there is no commercially available set of miniature rules on the subject you're interested in. If you are, in fact, interested in that subject, you should know pretty much about it. If not, research more fully and make your own set of rules. Try them out with other local gamers, develop them, and playtest them until they represent that time period or specific subject you want. There is no small satisfaction in a do-it-yourself set of miniatures rules. Besides, you save at least five or ten dollars that the commercially available rules would cost you. Who knows, your rules might catch on so well that you would want to try to distribute them yourself and make a few bucks on the side (but probably not many).

Another neat trick is to purchase one of the popular tactical board games out (Wooden Ships and Iron Men, Ironclad, Caesar, Alexander, System Seven Napoleonics, etc.) and put your innovations on them to be used for miniature play. These games are the closest that boardgames ever get to miniatures, but they lack the panorama that most figure enthusiasts crave. In fact, games such as Jutland, Bismarck, etc. could be classed as miniature games with cardboard counters replacing the waterline ship models on the floor or tabletop.

The most prolific and popular type of miniature rules these days seems to be in the fantasy category, either role-playing or campaign battle type. Go to any wargame convention and you'll see dealers with miniature rules having a three or four to one ratio between fantasy rules and all the rest. Perhaps the interest in this lies in the fact that in fantasy anything goes. There are no set parameters for a single thing in the game. Whatever your imagination can come up with can be included. Some people have devised entire worlds and then published a series of booklets on them (Arduin Grimore, Judges Guild, Sword and Cavalry). This makes them some money while they're having fun. Of course, people with that kind of imagination should probably be writing fantasy novels instead.

Whatever you want out of miniatures can be attained through a good set of rules. Bought or created, it's all what you make it.

((This concludes the series on miniatures, unless anyone has any questions or requests for something to be more fully developed. Let me know what kind of articles you would like to see in the future.



Austria(Mathias) F gre-ION, A vie-BOH; A bud-GAL, A SRE-rum,
A tri-BUD
England(McLendon) A den-SWE, F NWY S A den-SWE, A lon-DEN,
F NTH C A lon-DEN, F edi-NWG
France(Kendter, Sr.) A POR-spa, A SPA-naf, F WES C A SPA-naf,
A par-BUR, F mar-LYO
Germany(Jones) A BEL S French A par-BUR, A hol-RUH, F BAL-pru,
A ber-sil(d, r kie, otb)
Italy(Rittel) A MUN S Russian A sil-BER, A tyo-PIE, F rom-TUS,
F nap-TYN, F TUN-naf
Russia(Rohde) F gob-STP(SC), A sil-BER, A WAR-pru, F SEV-rum,
A rum-UKR,
Turkey(Pyfrom) A BUL H, F smy-AEG, F ank-COM, A con-SMY

Press-via Austria: If silence were golden, I'd be living in Fort Knox(with a nice flower bed in front).

Paris-Rome: Things might have been different if you had written at least once!

((Note: Glenn Ledder's commentary was omitted last issue because it didn't arrive in time.))

Commentary: Ledder

Wow, what a mess! From the press reports, it seems that the players of this game, like those I am in, don't write each other very often. Tell me, guys, how do you win games without bothering to negotiate?

Alliances are changing, so it seems best to consider the situation from the points of view of the different players:

AUSTRIA--Mathias seems to be attacking Russia, but why A Hoh and F Ion? The army may be supporting Italian A Mun or moving to Silesia. I'm guessing that F Ion is going to assist Italy. A one-unit stab of Italy doesn't seem wise. Austria may gain Rumania but he must move from Galicia or get Turkish help.

ENGLAND--McLendon is the envy of British players. In 1902 he has all of Scandinavia and there is not a single fleet capable of threatening him. St.Petersburg will fall in 1903, and then it will be time for a new victim.

FRANCE--After engineering a brilliant opening, Kendter is really stuck. He will not be able to break the Italian line easily, and only then if Austria refrains from helping Italy. Unless he can talk Austria into an alliance, it will be a long time before France gets another build.

GERMANY--A good move has improved Jones' survival chances, but he must regain Berlin or Munich just to stay even. An all-out try for Munich seems best, since A Ber-Kiel by Russia will allow Germany to retain Berlin in exchange for Kiel. F Bal just might carry the English army to Livonia, as German survival depends on his ability to find other targets for England.

ITALY--Rittel seems intent on stopping France in the South. He seems also to have given up Munich--unless he has Austrian support. Otherwise a German army Munich might head for Tyrolia. With Austrian help, Italy will enjoy a successful attack in the Mediterranean that will net him everything except a French center.

RUSSIA--Rohde will get a much needed build if he can hold both Berlin and Rumania. Things don't look too good for the future, however, Austria is a fearsome enemy for a Russian empire already at war with both England and Germany.

TURKEY--Pyfrom is certainly the diplomatic success of 1902.(con't'd. pg.4)

Ledder's Commentary(Continued)

He's got both of his 1901 enemies to move away from him. He now has an opportunity to surprise either Italy or Austria. Italy seems to think Austria his friend, and Austria thinks Turkey is his friend. One of them is in for a surprise, as Turkey is definitely not attacking Russia. A Smy-Gre seems likely because of the apparent Austria-Italy alliance, but since this is a demo game, I won't be too surprised to see A Smy-Nap, with convey duty by Austria. Only George knows for sure.

Commentary: Berch :5 Nation Conference on Munich

The spotlight is clearly on a very adventurous Austria. His attack on Russia is proceeding without a Southern ally. The difficult choice is with A Ser: unless he does A Ser S F Ion-Gre(or vice versa) he risks the serious set-back of a Turkish convoy to Greece. But with no A Ser, A Ukr S F Sev-Rum will bar Austria's seizure of Rum. Further, A Bul S Russian F Sev-Rum is very reasonable, as there is no rush on Gre: Tur can bide his time with F Aeg-Ion, F Con-Aeg. This will assure that R does not have to make a weakening removal, and will set a ring of units from Ion to Ukr or War around Austria. It also exposes Naples, but Turkey will not want to disturb the Italian naval shield just yet.

Austria has also moved to where he can help - or stab - Italy. With 2 eastern enemies, a third would seem foolish - but if he feels he has to have a build...

Italy has guessed correctly in the south, but still has several problems. The main one is that his 2 allies (I'm assuming A-I are allied) are at war, but whether he can set up an A-R rapprochement is questionable - R has a potential T ally of great value. Tactically, since F Ion is unlikely to help, there is another guess in the south. F Tun-Wes and F Tus-Lyo are fine, but which move should F Tyn support. Lyo is clearly the better place to be, not only to tep up pressure on Mar, but because a retreat to Naf causes problems. But if France decides to attack Tyn, Italy must attack the province from which France attacked, or nothing moves. But if France, anticipating the more likely F Tyn S F Tus-Lyo, counters with F Wes-Tyn, Italy could outguess him with F Tun-Tyn. Complicating matters is the possible repeat convoy to Naf, which means that either A Bur or F Lyo must be delegated to defending Mar. However, Both units have other jobs, though none critical to France.

The German situation is more crowded. Even with A Boh S A Mun, the West can retake either Mun or Ber, but not both. However, retaking Mun has these two disadvantages: 1) They must guess whether Russia will go A Ber-Kie (in which case F Bal-Kie, possibly with A Den-Kie, too) or Ber S Ital A MUN (in which case Ber must be cut.) 2)Allowing R to take a build will considerably stiffen his defenses, whereas letting Italy keep Mun doesn't really help Italy that much. Thus Berlin is likely to be retaken. Note that Italy might do A Mun-Kie to either take Kiel or save Berlin. However, this risks losing both Mun and Ber and not taking Kiel to boot, if the West correctly anticipates with A Bur S A Ruh-Mun & A Den-Kie. But I doubt that Germany will risk A Den-Kie. The safest plan is A Bur-Mun plus A Ruh/Den standoff in Kie, if the West wishes to guard against A Mun-Kie.

England has the freest hand of all. McLendon, in other games where he has done reasonably well in 1901 as an outside power, has shown a penchant for opening a second front in 1902. So far he has not done that, contenting himself with taking Swe, for which there is certainly no rush. He quite possibly gave Russia no answer on Stp, suckering F Bot out of the German question.. England may well just bide his time this fall, placing an additional unit or two on Stp. He might stab France: F Nth-Eng will allow a

(Continued on page)

World War III Spring, 1982

WARS SPECKLE THE GLOBE AS FRENCH COLONISTS PUSH SOUTH AND ASIA BEGINS TO LOOK MORE AND MORE LIKE EUROPE!!!!

AFRICA

Nigeria(Hooton) A zair-SUDA, A DARF S A zair-SUDA, F SE.ATL S F maur-N.AFR, F maur-N.AFR, A LIBY S F maur-N.AFR, F G.o.G S F SE.ATL
Sudan(Yerkey) A SOMA H, F RED S A SOMA, A suda S Tur A syri-EGYP(ann)
South Africa(Kemper) A Tanz-ETHI, F W.I.O-red, F JOHA-w.i.o., A moza-TANZ, A ZAMB S A moza-TANZ, F ANGO S Nig F SE.ATL

ASIA

China(Rohde) F suma-E.I.O., F cant-S.CHI.S., F BORN S F cant-S.CHI.S., A chun-TIBET, A shan-CHUN, A BURM S A thai, A thai S A BURM(d, r viet, mala, otb)
India(Kendter, Sr.) F B.O.B.S F e.i.o.-THAI(WC), F e.i.o.-THAI(WC), A BANG-burm, A paki-GUJA, A guja-BOMB
Japan(Hyatt) A s.kor.-N.KOR, F nw.pac-YEL.S., F NAGA S F nw.pac-YEL.S. F papu-NW.PAC, F TOKY S Fpapu-NW.PAC.

AUSTRALIA

Australia(P.Paulson) F PERT S Chi F suma-E.I.O., F PHIL-nw.pac, F quee-ARAF, F s.pac-PAPU, F TIMO S F s.pac-PAPU

EUROPE

Austria(Sulsberger) A TRIE-tyo, A VIEN S A TRIE-tyro, F bulg(sc)-GRCE, A serb-ruma(d, r alba, otb)
England(Sergeant) F EDIN-nwgn, F NWGN-grnld, F GRNLD-davis, F LIVE H, F nth.s-DENM, A HOLL S F KIEL, F KIEL S Russ A sile-BERL
France(Brawner) F mao-SW.ATL, F bres-MAO, A BELG-ruhr, A pari-BURG, A mars-PIED, F SPA(SC)sw.med
Germany(D'Alessandro) A berl-kiel(ann), A RUHR S A berl-kiel, A MUNI S A berl-kiel
Italy(Ledder) A TYRO-trie, A VENI S A TYRO-trie, A buda-SERB, F tyrr-ION, F W.MED H
Russia(McPherrren) A mosc-TASH, F kamc-BER.S., A trkm-AFGH, A IRAN S A trkm-AFGH, A tash-SINK, A livo-PRUS, A sile-BERL, A gali-BUDA, F SEVA H, A RUMA S Ita A buda-SERB, F BALT S A sile-BERL, F SAN DIE-ne.pac
Turkey(Mathias) F cons-BULG(SC), F AEGE S F cons-BULG(SC), A syri-EGYP

NORTH AMERICA

Canada(Lipscomb) F N.ATL-davis, A N.ENG S A plai-OHIO, A plai-OHIO, F W.ind-CARIB, F ALAS-ne.pac
USA(E.Paulson) F NE PAC S Aus F PHIL-nw.pac, A SAVA-ohio

SOUTH AMERICA

Argentina(Price) F S.CRUZ S F drak-CHIL, F drak-CHIL, F chil-CUZC, F sw.atl-DRAK, A LA PAM S Bra A para-BOLI
Brazil(Blevins) A para-BOLI, F rio-M.O.A., A bele-AMAZ, A MATO S A bele-AMAZ, F GUYA-vene
Peru(McLendon) F ecua-S.PAC, F lima-P.C.W., A boli-chil(ann), A COLO-amaz, A VENE S A COLO-amaz

COA: David Hooton, % % Worcester Polytechnic Inst., P.O.Box 1136, Worcester, MA 01609

Press:

NIGERIA--There has been a sharp increase in local dirt farming due to the higher demand for consumable soil. "Dirt is very nutritious," remarked one farmer. "All you have to do is add water and it makes a scrumptuous desert. Here's mud in your eye!"

More press on page

Deadline for Fall, 1982 - October 9, 1979

A:removes A war, E: Builds F EDI, A LON, F: A bel R OTE,
I:builds F NAP, R:removes A ukr, T: builds A SMY, A CON
Spring, 1906

GOOD NEIGHBOR POLICY

Austria(Hayman) A BUD S A alb-SRB, A alb-SRB
England(Brawner) F mao-WES, F ENG S F iri-MAO, F iri-MAO,
F NAT S F iri-MAO, A bre-GAS, A PAR S A bre-GAS, F STP(NC) H,
A LVN S Russian A MOS, A mun-BOH, F BAL S A LVN, A LON H,
F edi-NTH
France(Kovalcik) F spa(sc)-POR, A gas-SPA, F MAR S A gas-SPA
Germany(Michalski) A VIE S A tri(nsu as A tri)
Italy(Moraitis) F nap-ION, F ion-ADR, F TUN S F nap-ION,
A VEN S A TRI, A TRI S Austrian A alb-SRB, F LYO S English
F mao-WES, A bel-BUR
Russia(Price) A MOS S English A LVN-war(nso)
Turkey(Stevens) A RUM-bud, A srb S A RUM-bud(d, r gre, otb),
A BUL-rum, A CON-bul, A SEV S Russian A MOS, A SMY H,
F BLA-con, F gre-AEG



The Werewolf

There is a call for a English-Italian-Turkish draw. Please vote with your Fall orders.

DEADLINE FOR FALL, 1905 IS OCTOBER 13, 1979 12 NOON CDT

1978HS The Dwarf Spring, 1905

GERMANY REACHES ENGLISH HOMELAND

Austria(Brawner) A vie-TRI, A BUD S A vie-TRI, A rum-SRB,
A sev-ARM, A MOS is totally confused(H)
England(Mathias) F SKA-nwy, F BAR S F SKA-nwy, F POR-spa(sc),
A lon-WAL, F ENG-bre
France(Kelly) F MAO S A gas-SPA, A gas-SPA, A BRE H
Germany(Phipps) F kie-HEL, F ber-BAL, F NTH C A den-EDI,
A MAR-spa, A pic-PAR, A tyo S Austrian A vie-TRI(D, r pie,
boh, mun, vie, otb)A war-LVN
Italy(Jones) A tri-TYO, A VEN S A tri-TYO, A srb-BUL,
F GRE S A srb-BUL, F ion-EAS, F AEG S F ion-EAS, F tun-TYN
Russia(Hooton) A NWY S F SWE, F SWE S A NWY
Turkey(Pyfrom) F bul(sc) H(d, a), F bla-CON, A con-ANK,
A SMY S F bla-CON



The Dwarf

COA: David Hooton, % Worcester Polytechnic Inst., P.O.Box 1136, Worcester,
MA 01609

DEADLINE FOR FALL, 1905 IS OCTOBER 13, 1979 12 NOON CDT

Robert Francis has asked me to mention that he has game openings in his zine VERRATSPIEL. I haven't seen a copy of it, so if you are interested write Robert at 11 Forest St., Danvers MA 01923 , send him a stamp, and ask for a copy.

Jim Bumpas also has openings in his zine Libertterrezn. Jim has been publishing quite a while: 948 Loraine Ave., Los Altos, CA 94022. Ask for rates

Africa(Ledder) builds F MOZ	Russia(Paulson) removes A turk
Australia(Sulsberger) even	Japan(Price) even
Canada(Schaller) removes F nao	S.Am.(McLendon) even
China(Hyatt) builds F CHUN, F PEK	USA(Pyfrom) F la R MEX(WC), builds
Europe(Hooton) builds F ITA	A DENV, A HOUS

Price will be playing the Japanese position. Players should note that separation of Winter and Spring is NOT automatic. Spring orders should always be submitted with Winter, just in case the separation does not pass. COA: David Hooton, % Worcester Polytechnic, Inst., P.O.Box 1136, Worcester, MA 01609, Dennis Sulsberger, Helser 4895 Haber, ISU, Ames, IA 50010.

 DEADLINE FOR SPRING, 1952 IS OCTOBER 13, 1979 12 NOON CDT



1979C0 The Witch Fall, 1901
 STRANGE MOVES IN THE BALKANS
 Austria(Reynolds F alb-GRE, A SRB S F alb-GRE, A tri-VIE
 England(Dudderar) F nwg-NWY, A edi-DEN, F NTH C A edi-DEN
 France(Mills) F mao-POR, A mar-SPA, A BUR-bel
 Germany(Murray) A KIE-den, A RUH-bel, F HOL H
 Italy(Nichols) A tyo-BOH, A ven-TRI, F ION-aeg
 Russia(Shelton) F RUM H, A stp-FIN, F gob-SWE, A ukr-GAL
 Turkey(Theilen) A BUL-gre, F CON-aeg, A SMY-con

Underlined orders cannot be carried out; CAPS denote final resting place of unit. Note: You are allowed to order each unit once. You cannot submit two sets of orders with instructions to use one if the other doesn't work.

Press: Vienna: The government announced today that Tyrolian tranquility was shattered by the tromping of 'Talian toes. The Minister of Foreign Fairs, Count Gooden-Schnapps revealed that a new anti-Wop weapon has recently been created. It's call pro-pasto and is expected to gum up the Wop works.

London-Vienna, Ankara: You two do not seem overly concerned about the possibility of an upcoming Russian offensive. You should be.

To the Governments of Europe from The Office of the Foreign Minister in Paris: The grievous state of affairs between France and Germany have reached an impasse. France has attempted to maintain the balance of power and the peace between our two nations, but Germany has jeopardized our relations with its move towards Belgium. Germany has, however, agreed to French possession of Belgium in a recent communique, but only when threatened by invasion.

It should be understood by all governments that a state of war will exist if Germany occupies Belgium or opposes French forces entering Belgium. If a peaceful solution over Belgium is reached, it should be recognized that other more serious differences between France and Germany do exist, and that France considers "Belgium" a temporary measure.

via Germany: Because of the possibility that a joint effort will be employed by France and Italy to come into Munich, the government of Germany has declared that a state of war now exists between these three countries.

Supply center chart & more press on page 8

Witch Press: Moscow: The Foreign Ministry announced Sweden and Rumania have been placed under the Tsar's protection and the nation's boundaries are secure. In a late breaking bulletin, it was announced the Warsaw army has been ordered onto the soil of Russia's Austrian ally, reflecting the Tsar's concern over Italy's invasion of Tyrolia.

SUPPLY CENTER CHART 1979CO, The Witch 1901

- AUSTRIA: bud, ~~xy~~, vie, GRE, SRB..... 4, build 1
- ENGLAND: edi, lvp, lon, NWY..... 4, build 1
- FRANCE: bre, mar, par, POR, SPA..... 5, build 2
- GERMANY: ber, kie, mun, HOL..... 4, build 1
- ITALY: nap, rom, ven, TRI..... 4, build 1
- RUSSIA: mos, stp, sev, war, RUM, SWE..... 6, build 2
- TURKEY: ank, con, smy, BUL..... 4, build 1
- NEUTRAL: bel, tun

DEADLINE FOR WINTER, 1901 IS OCTOBER 13, 1979 12 NOON CDT

1979AK, Berch's Commentary

S'03 convoy to Bre, which France can't block unless he enters Gas/Par/Pic this spring, rather unlikely. F Nwg-Nao would press F Even more in 1903. On the other hand, that's a bit blatant. England may be able to talk one fleet forward "to help against Italy", but not true. Another choice is to betray G. He can take Hol, and possibly Kie. However, if F gets wind of this, or if E feels F should get a build this winter, E insists on a F Nth/A Bel standoff in Hol, but then does F Nth-Hel/Den, allowing A Bur-Bel to succeed, reducing G to 2 centers.

So the players have a wealth of decisions to make, Tactical and strategic, which always makes for an exciting game.

WORLD WAR III PRESS:

Somali: A spokesman for the beleaguered Sudanese Government revealed at a press conference today that Somalian coastal tribesmen are claiming a four billion shilling bounty(Somali Shillings) under the newly instituted "Kill an Afrikan" contest. The tribesmen claim they defeated a South Afrikan task force which was attempting to gain control of the Saudi Arabian oil fields in a sea battle 400 kilometers south of the Saudi Arabian coast.

The spokesman said it was unlikely that the tribemen defeated the South Afrikan troops in battle, "since they still use log canoes and the South Afrikan forces have the latest helicopter gunships and missile-launching patrol boats. But it was not altogether impossible, considering the well-known shoddiness of the workmanship which results from South Afrikan slave labor."

When asked by reporters if it was true that all the South Afrikan equipment captured had empty gas tanks, the spokesman replied "No comment."

The press conference was concluded as the spokesman issued a reminder to all interested tribes and mercenary armies that bounty claims have to be turned in to the government before it leaves for Switzerland in the near future. The group or individual with the largest bounty will receive the grand prize of an all expenses paid move to the place of their choice.

U of SA to Sudan: Jim, just wanted to say I'm sorry your name was on the top of the standby list. If we hadn't been so set on getting Baumeister, things could have been different. But once you get the Zambesi in your country, you can't the your country out of the Zambesi.

U of SA to Turkey--Nyah, nyah, fooled ya ! It was only a raid !

More press on page

1979AX The Ghost Spring, 1902
GERMANY BEGINS A RECOVERY-CAN ITALY DO THE SAME?



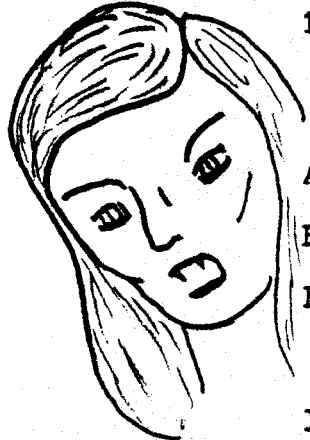
The Ghost

Austria(Michalski) A SRB-bul, F GRE S A SRB-bul, F tri-ALB
A vie-TYO, A mun-bur(d, r boh, sil, otb), A BUD-srb
England(Kemper) F NTH S F NWY, F NWY S F NTH, F edi-NWG,
A yor-LON
France(Lawniczak) F spa(sc)-WES, F mar-LYO, F bre-ENG,
A por-SPA, A BUR S German A ber-MUN
Germany(Stevens) A ber-MUN, A DEN S F KIE, F KIE S A DEN,
A bel-RUH, F hol-BEL
Italy(D'Alessandro) A apu-TUN, F ION C A apu-TUN, A tus-VEN
Russia(Schaller) F STP(NC)-nwy, F SWE S F STP(NC)-nwy,
A war-MOS, A ukr-GAL, F RUM S Turkish A BUL,
A SEV S A rum(imp, Rumanian unit is an F)
Turkey(McPherrren) F bla-CON, F smy-AEG, A BUL H, A con-ANK

PRESS BELOW.

DEADLINE FOR FALL, 1902 IS OCTOBER 13, 1979 12 NOON CDT

1978HH The Vampire Winter, 1905
F:builds A PAR, F MAR; I:A vie R BOH, F ion R TUN,
T:builds A ANK



The Vampire

ANNIHILATIONS ABOUND
Austria(Lawniczak) A TRI S Italian A boh-TYO, A bud-GAL,
A VIE S A bud-GAL
England(Hayman) F DEN S French A hol-KIE, F bar-STP(NC),
F NWY S F bar=STP(NC)
France(McPherrren) F mar-LYO, F WES S F mao-NAF, F mao-NAF,
F EDI S F NTH, F NTH S F EDI, A par-BUR, A hol-KIE,
A PIE S Italian A tri-ven(nsu), A RUH S A hol-KIE
A tyo S Italian A tri-ven(d, a)
Italy(Smyth) A ber-MUN, A boh-TYO, A VEN S A boh-TYO,
A rom-NAP, F TUN S F eas-ION, F eas-ION
Germany(Kelly?)NMR. A kie h(d, a)
Russia(Phipps) A MOS-sev, A gal-ukr(d, r war, otb)
F arm-bla(d, a)
Turkey(McLendon) A SEV-ukr, A ank-ARM, F BLA S A ank-ARM,
A bul-RUM, F ion-TYN, F GRE H, F smy-EAS

Spring, 1906

DEADLINE FOR FALL, 1906 IS OCTOBER 13, 1979 12 NOON CDT

WORLD WAR III PRESS:

Moscow--Wanted, some stabilized borders somewhere! Germany and Austria need not apply.
Constantinople--Rumors are flying that Egypt may be entered by those nice Nigerians from Niamey in the near future.(To Dave Hooton: Do you really want to increase my stock with this? Remember 'Cash' Kent?!!)
Chile--My God!! How can I get it all together with all these holes in my sock?!

1979AX Press--Vienna-All: Pardon my sparse correspondence, but I was away 2 weeks to GenCon and have a ton to catch up on.

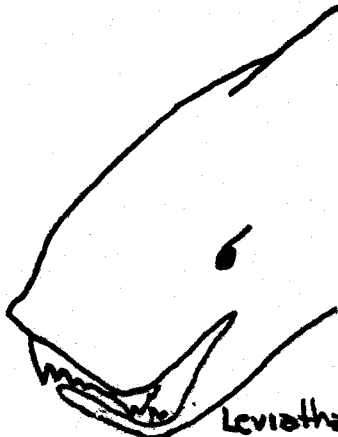
1976IF

Leviathan

Spring, 1916

GUYS, WE'RE BORING AUSTRIA

Austria(Kelly?)NMR. A SRB, A VIE, A SEV, A RUM, A BUD H
 France(McPherren) F POR H
 Germany(Berch) F MAO-por, A GAS H, A BUR S A GAS, F BRE S
 F NAT-mao, F IRI S F NAT-mao, A WAR S A SIL, F NAT-mao,
 A MUN S A BOH, A SIL S A BOH, A BOH S A SIL, A MOS H,
 A LVN H, A RUH H, F NTH H, F ENG S F NAT-mao, A PRU(U) H
 Italy(Beyerlein) F SPA(SC)-por, F LYO-spa(sc), F WES S
 F LYO-spa(sc), A MAR S F LYO-spa(sc), A PIE S A MAR,
 F NAF H, F ARM H, F BUL(EC) H, F GRE S F BUL(EC),
 A TRI S Austrian A VIE, A TYO S A TRI, A VEN S A TRI



Leviathan

Clyde Hayman, 6 Tulip Rte. 2, Destrehan, LA 70047 is asked to submit standby orders for Austria.

DEADLINE FOR FALL, 1916 IS OCTOBER 13, 1979 12 NOON CDT

Ans. to last month's puzzle:
Mr. Yellow is a White.

Robert Sergeant
3242 Lupine Drive
Indianapolis, IN 46224

____ SUB
 X TRADE See enclosed
 ____ PLAYER card

FIRST CLASS MAIL



Doug Beyerlein
 640 College
 Menlo Park, CA 94025